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Fill this form out electronically. Click in the middle of the blank line and start typing. The line will expand as you type. OR pick a Web 2.0 communication tool and share the same information requested on this form.

## *3-2-1 Experiencing Different Technologies in EDU 221*

### **3 Content Creation and Editing Software Packages**

Use each of the three different software types on a project for EDU 221. Project possibilities include: MEL, Emerging Technology Team Presentation, Classroom Management Presentation, Unit Student Sample for Dr. Theresa, Lesson Student Sample for Dr. Grace, End of Semester Reflection for Dr. Grace, Project in Your Practicum Class (describe the project)

#### ❖ **Audio Recording Software** (GarageBand, Audacity, etc.)

Which software did you use? GarageBand

For which project did you use this software? MEL

List at least 3 features of this software that you personally used (where you had control of the mouse and/or keyboard) that were **new to you**:

1. Track Clipping
2. Pitch Adjustment
3. How to select specific ranges of an audio clip

How could you use this software in your future classroom? (Give specific example(s) in your concentration.) This software could be used to make podcasts, or just for audio dubbing on videos I make for the classroom.

#### ❖ **Comic Making Software** (Comic Life, MashON, etc.)

Which software did you use? Comic Life 2

For which project did you use this software? MEL

List at least 3 features of this software that you personally used (where you had control of the mouse and/or keyboard) that were **new to you**:

1. Exporting as Images
2. Importing Images (into the comic)
3. Creating and modifying speech bubbles

How could you use this software in your future classroom? (Give specific example(s) in your concentration.) Comic Life 2 lends itself extremely well to digital stories and could thus be used to teach lessons (or as a supplement).

#### ❖ **Movie Editing Software** (iMovie, Windows Movie Maker, etc.)

Which software did you use? Final Cut Pro X

For which project did you use this software? MEL

Did you do the project alone? With a partner? With a group of 3 or more? Partner

List at least 3 features of this software that you personally used (where you had control of the mouse and/or keyboard) that were **new to you**:

1. Keyframes
2. Transforming
3. Cutting Clips

How could you use this software in your future classroom? (Give specific example(s) in your concentration.) I could use this to create videos I post online that are instructional. That way if my

students need some additional instruction or an alternative way to see the material I can post video tutorials to the content we're covering.

## 2 Operating Systems

*Familiarize yourself with two computer operating systems: the one on your laptop and one other that you haven't used before\*.*

Operating system possibilities: Mac OS, Windows [XP, Vista, 7], Linux, iOS [on the iPhone/iPad/iPod Touch], Unix, Android, Windows CE [mobile Windows devices]

- What is the operating system of your personal laptop? \_\_\_\_\_
- What is the other operating system that you tried? \_\_\_\_\_
- How did you spend your 15+ minutes? What project were you working on and what tasks (open an existing file, start a new file, copy and paste, save, print, etc.) did you carry out? \_\_\_\_\_
- What were your frustrations? \_\_\_\_\_
- When you have to learn a new operating system some day (e.g., your school gives you a new laptop with a different operating system than you're used to), what strategies will you employ to get comfortable with it quickly? \_\_\_\_\_

*\*If your laptop is new this semester AND it's a different operating system than your last personal computer, the operating system on your laptop counts as your "new" operating system. Just explain your situation for the answer to the first question.*

*\*\*If you have used three or more operating systems, skip these questions, do not try yet another operating system (unless you want to), and instead, write a paragraph describing three of the operating systems you've used, how they compare, how you keep them straight when you switch back and forth between them, and what strategies help you learn new operating systems.*

Three of the operating systems I've used are Mac OS X, Windows, and Android. In general, I'd say that Mac OS X has the best design, but is the most limiting. Windows doesn't have as sleek of a design but it's easier to customize, and the tools to adjust your system are more apparent. For Android, this kind of comparison isn't really appropriate because it's a mobile device OS and isn't meant to be able to handle such a variety of tasks as the laptop/desktop. I've never had a problem keeping them straight when I switch back and forth. I see them as different entities enough that the concepts to mix up. When learning a new OS there are a couple things I try to identify first. How do I access my menus to explore the contents of my hard drive and how do I access my preferences? Now, these are more software based operations but they can now tie in with hardware based operations – for example, maybe I access my hard drive via a swipe command. This is different from our previous standard mode of software exploration (the mouse and keyboard). This will continue to change, especially with the Leap Motion Sensor. I suppose that I can infer so many basic controls so quickly that it's hard to keep track of exactly what the process is. So quickly, you can identify the file storage structure, how to open files, what options exist when you right click, where your applications are, how applications are windowed, where your menus are, the list goes on. The trick is to be okay with exploring – worst case scenario you can restore it to factory default, but chances are if you don't mess around with any "system" folders you'll be all set no matter what you do. Beyond that, try to identify your landmarks. How do I explore the contents of my hard drive, how do I launch applications. In particular, learn how to launch a web browser. If you know how to launch a web browser and have a search engine you can know anything you want about your computer.

## 1 Web 2.0 Communication Tool

*Take a risk and pick a Web 2.0 tool you've never used before, figure out how to use it, and then use it on at least one blog entry or project.*

- What Web 2.0 tool did you use (name it and give the URL)? Glogster: <http://www.glogster.com/>
- How did you find out about it? I heard about it in class
- For what blog entry or project did you use it? I used this tool for the lesson presentation project in Dr. Grace's class.
- What did it do that you liked? I liked that you could have animated things and embed content such as videos or audio. It's very fitting for the digital-age poster.
- What did it do that you didn't like (what frustrated you, what features were too hard to figure out, etc.)? If I resized a textbox, it resized my text. However, when I went to change the font size afterward, it seemed to be set to the same size it was before? I can't even begin to explain what is going on with their text system but something needs to change.
- Would you consider using it in your classroom? Why or why not? I think it could be used effectively in the classroom. The opportunity to embed video and audio makes it useful. Hmm. I almost think it could maybe do something like a science fair, except instead of posters you have ipads with glogsters or something like that.